

An Object-oriented Synchronous Programming Language

Synchrony - Ten Years After

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Overview

- Highlights
- Reactive Components
- Synchronous Styles
- Hybrid Systems
- Semantics
- Programming Environment
- Conclusions & Outlook

Highlights

- supports object-oriented design (using a Java-like language)
- integrates synchronous styles
- targets micro controllers

Reactive Components

```
class Basic {
    static final time timing = 250msec;

    read only → Sensor button = new Sensor(new SimInput());
    Signal red_led = new Signal(new SimOutput());

    public Basic () {
        active {
            loop {
                await ?button;
                emit red_led;
                next;
            };
        };
    };

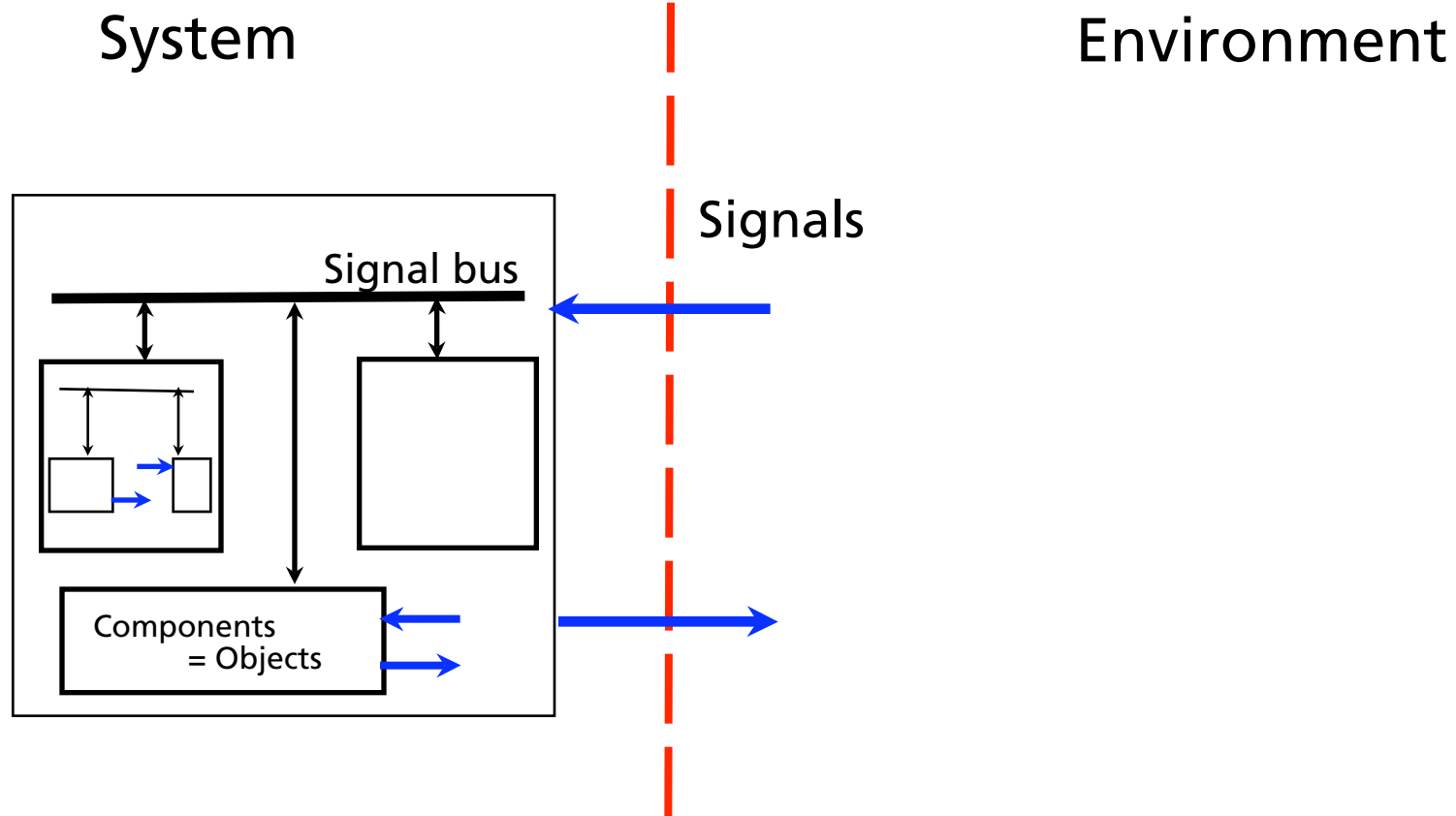
    public static void main (String[] args) {
        while (instant() == 0) {};
    };
}
```

interface to environment

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Reactive Compents II



Synchronous Styles

- Imperative (*Esterel - like*)
- Data Flow (*Lustre - like*)
- Hierarchical State Machines (*Statecharts - like*)

Synchronous Styles: Imperative Style - Syntax

Types

Sensor, **Sensor**< type > *type = primitive, restricted reference*
Signal, **Signal**< type >
DelayedSignal, **DelayedSignal**<type>
time

Statements

emit s; , **emit s(v)**;
assignment; *method_call*; *if reactive = module*
next;
await expr; **await time_expr**;
cancel { } **when ()** **else when ...**
activate { } **when ()**;
loop { };
if () { } **else { }**;
[[|| ||]] *parallel*

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Synchronous Styles: Imperative Style - New Features

Time Races

```
[ [... data-op1 ... || ... data-op2 ... ]]
```

*Restricted to classes
(attributes and methods are private)*

Resolved using *precedence*

```
precedence {  
    data-op1 < data-op2;  
};
```

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New Features Continued

Multiple Emittance

no combinators

```
[ [... emit s(v1); ... || ... emit s(v2); ... ] ];
```

Either avoid or use *labels* and *precedence*

```
[ [... l1::emit s(v1); ... || ... l2::emit s(v2); ... ] ];
```

```
precedence {
```

```
  l1:: < l2:: ;
```

```
};
```

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Synchronous Styles: Data Flow

```
sustain { | flow context
    x := pre(x) + 1;
};
```

- handled like any other statement (can be preempted)
- flow expressions with all the Lustre operator
- clocks

Interrupt: Concerning Java

*All compiled to C
(HW formats)*

- *Dynamic Loading*
 - *No packages (yet ?)*
 - *Exception Handling only top level*
 - *No Hiding (for good software)*
 - *Only one- and two-dimensional arrays (for efficiency)*
 - *Semicolon “;” is a must as terminator*
-
- + *more integer types: int8, uint8,..., uint64, int64*
 - + *native C (constants and functions)*
 - + *Parametrised Types “List<T>”*

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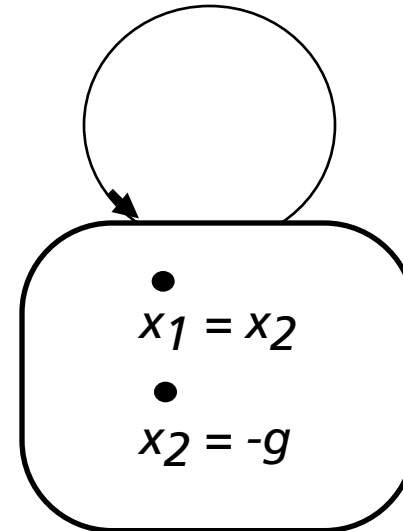


Hybrid Systems: Bouncing Ball

- $x_1 = x_2$ $x_1 > 0$
- $x_2 = -g$

*Change direction
if $x_1 \leq 0$*

$$x_1 \leq 0 / x_2 = -x_2$$



Bouncing Ball II

```
automaton {
  init { emit x1(height);
        emit x2(0.0);
        next state move; };

  state move
    during { | x1 := pre(x1) + x2*dt;
              x2 := -c*pre(x2) -> pre(x2) - g *dt;
            | }
  when ($x1 <= 0.0) { next state move; };
};
```

change of direction

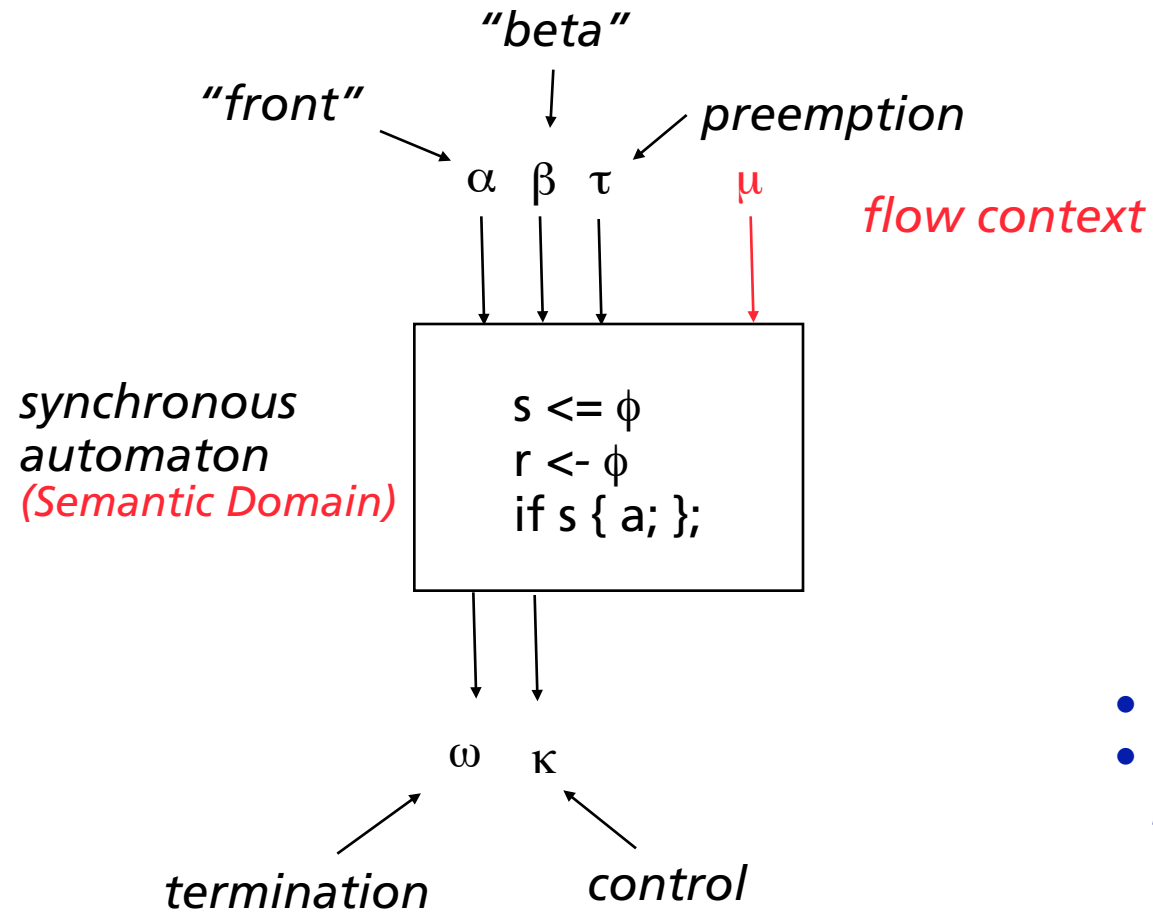
- *pre and -> are defined relative to flow context*



Semantics: Signals

- **all** Signals have a clock
- Signals are present if updated
- Signals may be updated using
 - emit Statement
 - flow equation: then clocks are checked
- Signals that are emitted are always on base clocks
- Clocks are part of a Signal type: **Signal{clock}<type>**
(Signal<type> = Signal{true}<type>)

Semantics: Translation Scheme (Model of 93/98)



- Semantics is "compositional"
- Realisation as denotational semantics in ocaml

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Translation Scheme Example

emit s(v1);
f(v2);

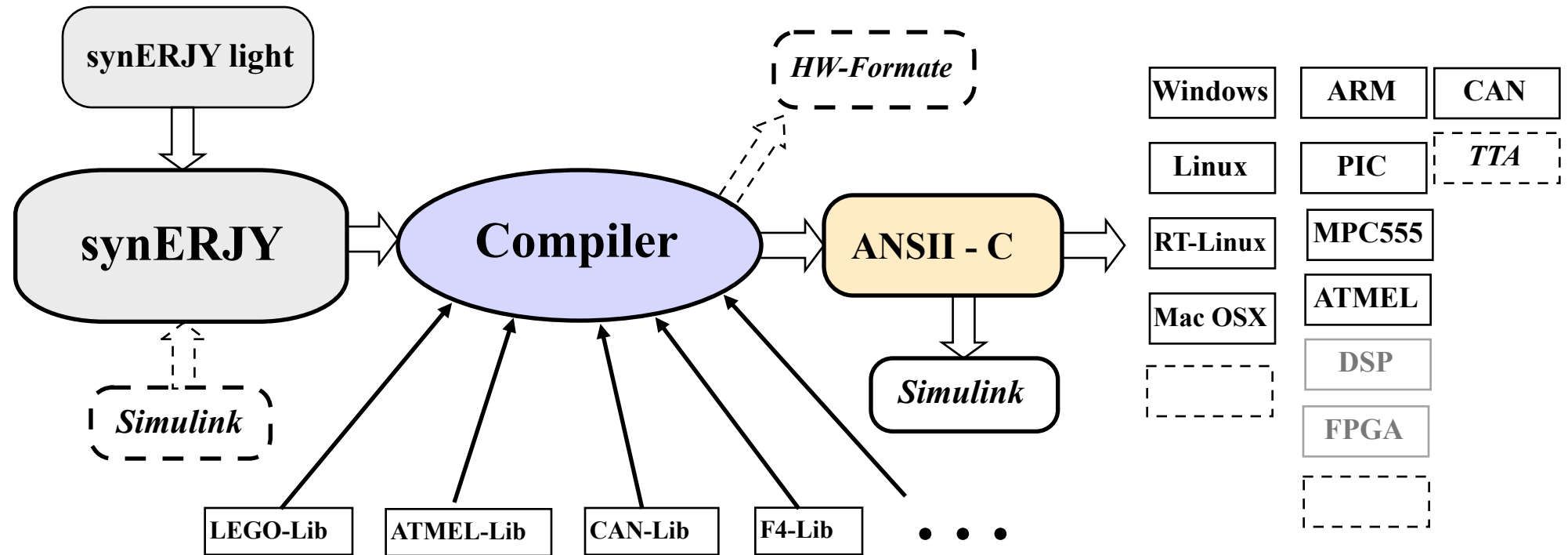
```
s <= α;  
a1 <= α;  
if (a1) { $s = v1; };  
ω <= α | CC(a1);
```

```
a2 <= α;  
if (a2) { f(v2); };  
ω <= α | CC(a2);
```

```
s <= α;  
a1 <= α;  
if (a1) { $s = v1; };  
γ <= α | CC(a1)  
a2 <= γ;  
if (a2) { f(v2); };  
ω <= γ | CC(a2)
```



Programming Environment



Conclusions

- Language is stable / compiler reasonably mature
- Usage
 - Teaching
 - Robotics Applications
 - Project on smart materials
- Experience is somewhat annoying
 - people use only one style (imperative / state-machines), and
 - encode their standard programming style

Outlook

- allow several reactive engines (several calls of **instant**)
- Support for Digital Signal Processing
- Generate Code for DSP (more long term: FPGA)
- Optimisation of the compiler with regard to different targets
- Minor Points: add functional nodes, improve simulator, ...